ATARI® XE VIDEO GAME CARTRIDGE™

Game Manual

MISSILE COMMAND™

As Defense Commander for the planet Zardon, you've had an easy time of it so far. Zardon is rich in natural resources and its people have always been peaceful and prosperous.

But the quarrelsome, greedy leaders of the desolate planet Kryolia want Zardon's riches for their own. Without warning, they've launched a deadly interplanetary attack!

Suddenly, you find yourself making split-second decisions in a desperate attempt to defend your cities and destroy the enemy. But you've only got one kind of weapon—AntiBallistic Missiles—and one weapons base. Can you save Zardon?

System Components

- ATARI XE game system console with built-in Missile Command game
- Color TV or color monitor
- XE keyboard (for use with mouse or Trak-Ball®)
- Controllers:
  - 1 or 2 joysticks; or
  - Trak-Ball; or
  - Mouse

Getting Started

1. Plug a controller into controller port 1 for one player. For two players, plug a second joystick into controller port 2, or players can take turns using one mouse or Trak-Ball. If you're using the mouse or Trak-Ball, plug an XE keyboard into the keyboard port (keyboard is optional for joystick).

2. Turn on your TV or monitor, then press [Power] to turn on your console. If you've connected a keyboard to your system, hold down [Select] when you press [Power]. The opening Missile Command screen appears.

3. Press [Select] to choose a one- or two-player game. (The number of players appears in the upper left of the screen.) Press [Option] to select whether or not to play a BONUS game. (When a BONUS game is selected, your screen displays the word BONUS at the upper right.) A BONUS game awards you an extra city for every 10,000 points earned.

4. If you have a keyboard connected to your system you can choose your controller type, game-play level, and whether to play a mixed weapons or Smart Missiles only game. To make choices, press the keys listed below:

   [Ctrl] [T] Press once to choose a joystick controller; press again to reselect mouse or Trak-Ball controller (be sure to set the switch on your Trak-Ball to T mode).

   [0] to [9] Press a number key to choose a game-play level: [0] is easiest; [9] is most difficult.

   [S] Toggles between a mixed weapons or Smart Missiles only game.

5. Press [Start] to begin play.

Save the Cities!

6. During play, press any keyboard key to pause the game; then press any key to resume play. (If you don't have a keyboard attached, you cannot pause the game.)

Playing the Game

Your mission is to defend your ABM (AntiBallistic Missile) base and the cities of Zardon from Kryolian attack. You begin the game with six cities, a missile base stocked with six ABMs, and a reserve arsenal of 24 ABMs. When the attack begins, use your controller to move the on-screen cursor to a target and fire your missiles (see the **Controller Action** chart). Your ABM will explode at the point where your cursor is when you fire.

When you empty your base of ABMs, six more are instantly loaded until all 30 have been fired. (When you're down to your last six ABMs, the cursor signals you by changing from a checkered cross to a solid cross.)

A direct enemy shot can destroy your base and the ABMs in it. When this happens you're defenseless until more ABMs are loaded. If you hear a high-pitched "bleep" when you press the fire button, it means you've lost fire power. This could happen for three reasons:

- Your ABM base is destroyed. You regain fire power when more ABMs are loaded.
- You've run out of ABMs. You're defenseless for the rest of the wave.
- Eight explosions are already occurring on screen. You regain fire power when the explosion count returns to seven or less.
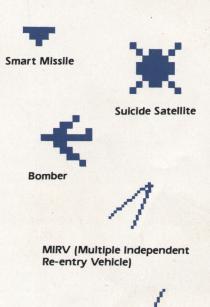
Kryolians attack with IPBMs, MIRVs, Suicide Satellites, and Bombers. Attack waves last 30 to 45 seconds. Each wave is more dangerous than the one before, with more and more Kryolians attacking faster and faster. (However, the Kryolians can only destroy three cities per wave.) Starting with wave 6, Smart Missiles join the attack, homing in on your cities and base. They're the most deadly attacker, since they can swerve away from your ABMs.

Each wave begins by showing you the point multiplier for that wave. 1 x points means you earn basic points for each Kryolian weapon you destroy; 2 x points means you earn twice the basic points; and so on. When a wave ends, the screen shows the number of ABMs and cities that survived the attack. Then the next wave begins.

If you've chosen a BONUS game, you'll earn a bonus city at every 10,000 points scored. Bonus cities appear at the sites vacated by destroyed cities. If no sites are available, the bonus cities are held in reserve. After 1,000,000 points, you no longer earn bonus cities and any you have in reserve are forfeited.

Attacks continue to come in waves as long as you have cities left. The game ends when all your cities are destroyed. To end the game at any time during play, press the **[Select]** or **[Option]** key on the console.

Kryolian Attack Weapons

Smart Missile

Suicide Satellite

Bomber

MIRV (Multiple Independent Re-entry Vehicle)

IPBM (InterPlanetary Ballistic Missile)

Controller Action

Controller	Move Cursor	Launch ABMs
Joystick	Move handle left, right, forward, back, or diagonally.	Press fire button.
Trak-Ball	Roll the ball in any direction.	Press either fire button.
Mouse	Roll mouse in any direction.	Press the left mouse button.

Strategy

Don't wait for explosions. Keep your cursor moving so you can rapid-fire strategically placed shots.

Think ahead! Place your shots where the paths of your targets will meet so one ABM can destroy two or more attackers.

Aim just ahead of attackers and let them travel into your exploding ABMs.

Defend your cities and ABM base first. Don't shoot at an enemy weapon heading for dirt unless it's a high-score target that can earn you a bonus city.

Protect your cities with an ABM umbrella. Move the cursor rapidly across the screen leaving a chain of explosions to trap and destroy oncoming enemy weapons.

Think strategically. Place your shots well and hold fire until the right moment.

Survival Tips

Blast MIRVs before they divide into multiple warheads.

Hit Smart Missiles straight on to destroy them, or surround them with detonation blasts.

Shoot attackers before they cross the invisible radar line, below the range of your ABMs.

Sacrifice some cities when waves get really tough. Defend only one city while destroying as many high-score targets as possible.

Don't let yourself run out of ABM's before the enemy ceases fire. That leaves you defenseless against their well-placed shot.

Scoring

During play, the high score for that play round appears at the top of the screen. Below it is your running score. In a two-player game, an arrow points to the score of the current player.

Enemy weapons are worth basic points times the point multiplier shown at the beginning of each wave. The point multiplier increases by 1 every two waves. For example, destroying a Smart Missile earns you 125 points in waves 1 and 2; 250 (2 x 125) points in waves 3 and 4; and 375 (3 x 125) points in waves 5 and 6.

Basic Points

Smart Missile	125 points
Satellite	100 points
Bomber	100 points
IPBM	25 points
MIRV	25 points

Point Multipliers

Waves 1 and 2	1 x points
Waves 3 and 4	2 x points
Waves 5 and 6	3 x points
Waves 7 and 8	4 x points
Waves 9 and 10	5 x points
Waves 11 and up	6 x points

You earn 100 points for each city and 5 points for each ABM remaining at the end of a wave. If you're playing a BONUS game, you earn a bonus city for every 10,000 points you score, up to 1,000,000 points.

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